

**Abstract of the disclosure**

A method of initiating a multiplayer game and an electronic gaming device are provided. The device comprises a communication unit providing bi-directional communication with at least one other gaming device, a display, a controlling unit providing an electronic calendar application, and a memory to store a gaming calendar item, the item comprising a time for a multiplayer gaming session and a game to be played. The device is configured to display an alarm on the display of the device when the gaming session is due, the alarm comprising a query whether or not to participate in the session, and to start the game in a multiplayer mode in the gaming device in response to a reply in the affirmative.